PATHFINDER
ROLEPLAYING GAME
CHARACTER SHEET

CHARACTER NAME | ALIGNMENT | PLAYER

CHARACTER LEVEL | DEITY | HOMELAND

RACE | SIZE | GENDER | AGE | HEIGHT | WEIGHT | HAIR | EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS | TOTAL | DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

INITIATIVE MODIFIER ___ = ___ + ___
TOTAL | DEX MODIFIER | MISC MODIFIER

AC ARMOR CLASS ___ = 10 + ___ + ___ + ___ + ___ + ___ + ___ + ___
TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER

TOUCH ARMOR CLASS | **FLAT-FOOTED** ARMOR CLASS | MODIFIERS

SAVING THROWS	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER	MODIFIERS
FORTITUDE (CONSTITUTION)		=		+		+		+		+		
REFLEX (DEXTERITY)		=		+		+		+		+		
WILL (WISDOM)		=		+		+		+		+		

BASE ATTACK BONUS | **SPELL RESISTANCE**

CMB ___ = ___ + ___ + ___ | MODIFIERS
TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER

CMD ___ = ___ + ___ + ___ + ___ + 10
TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | DEXTERITY MODIFIER | SIZE MODIFIER

WEAPON | ATTACK BONUS | CRITICAL
TYPE | RANGE | AMMUNITION | DAMAGE

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SPEED LAND | FT. | SQ. | FT. | SQ. | TEMP MODIFIERS
BASE SPEED | WITH ARMOR

FT. | FT. | FT. | FT.
FLY | MANEUVERABILITY | SWIM | CLIMB | BURROW

SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
☐ ACROBATICS	___	=DEX	___ + ___	+ ___
☐ APPRAISE	___	=INT	___ + ___	+ ___
☐ BLUFF	___	=CHA	___ + ___	+ ___
☐ CLIMB	___	=STR	___ + ___	+ ___
☐ CRAFT _____	___	=INT	___ + ___	+ ___
☐ CRAFT _____	___	=INT	___ + ___	+ ___
☐ CRAFT _____	___	=INT	___ + ___	+ ___
☐ DIPLOMACY	___	=CHA	___ + ___	+ ___
☐ DISABLE DEVICE*	___	=DEX	___ + ___	+ ___
☐ DISGUISE	___	=CHA	___ + ___	+ ___
☐ ESCAPE ARTIST	___	=DEX	___ + ___	+ ___
☐ FLY	___	=DEX	___ + ___	+ ___
☐ HANDLE ANIMAL*	___	=CHA	___ + ___	+ ___
☐ HEAL	___	=WIS	___ + ___	+ ___
☐ INTIMIDATE	___	=CHA	___ + ___	+ ___
☐ KNOWLEDGE (ARCANA)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (DUNGEONEERING)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (ENGINEERING)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (GEOGRAPHY)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (HISTORY)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (LOCAL)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (NATURE)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (NOBILITY)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (PLANES)*	___	=INT	___ + ___	+ ___
☐ KNOWLEDGE (RELIGION)*	___	=INT	___ + ___	+ ___
☐ LINGUISTICS*	___	=INT	___ + ___	+ ___
☐ PERCEPTION	___	=WIS	___ + ___	+ ___
☐ PERFORM _____	___	=CHA	___ + ___	+ ___
☐ PERFORM _____	___	=CHA	___ + ___	+ ___
☐ PROFESSION* _____	___	=WIS	___ + ___	+ ___
☐ PROFESSION* _____	___	=WIS	___ + ___	+ ___
☐ RIDE	___	=DEX	___ + ___	+ ___
☐ SENSE MOTIVE	___	=WIS	___ + ___	+ ___
☐ SLEIGHT OF HAND*	___	=DEX	___ + ___	+ ___
☐ SPELLCRAFT*	___	=INT	___ + ___	+ ___
☐ STEALTH	___	=DEX	___ + ___	+ ___
☐ SURVIVAL	___	=WIS	___ + ___	+ ___
☐ SWIM	___	=STR	___ + ___	+ ___
☐ USE MAGIC DEVICE*	___	=CHA	___ + ___	+ ___

☑ CLASS SKILL   * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:

AC ITEMS

	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTALS						

SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

Conditional Modifiers

DOMAINS/SPECIALTY SCHOOL

0 ☐☐☐☐☐☐☐

1st ☐☐☐☐☐☐☐

2nd ☐☐☐☐☐☐☐

3rd ☐☐☐☐☐☐☐

4th ☐☐☐☐☐☐☐

5th ☐☐☐☐☐☐☐

6th ☐☐☐☐☐☐☐

7th ☐☐☐☐☐☐☐

8th ☐☐☐☐☐☐☐

9th ☐☐☐☐☐☐☐

GEAR

ITEM	WT.
TOTAL WEIGHT	

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		DRAG OR PUSH	

MONEY

CP

SP

GP

PP

FEATS

SPECIAL ABILITIES

EXPERIENCE POINTS | NEXT LEVEL